

ART 34 AMDT

## CLAIMS

## 1 An electronic board comprising:

a grid of *grid points*(1) on a flat surface(6), where each *grid point*(1) is a visible element which is capable of detecting when it is pressed, and can be illuminated in two different colours, allocated to respective players, by an illumination source(2) inside or below the surface; and

a character display (11) ; and

a *game manager*(3) made of

a CPU and memory, connected electronically to the grid points and illumination sources such that it has complete control on which grid point is illuminated and in what colour, and it is notified whenever any of the grid points is pressed,  
and a computer program which is executed by the CPU,

which manages a game in which

When a player presses a point, the games manager(3) changes the illumination of a pattern of points(1) around this point to the player colour if they were switched off, or reverse their colour if they were on;

When all the points(1) are switched on, the games manager(3), using the character display(11), declares as the winner the player of the colour of the majority of the points.

2 A board as described in Claim 1, where the boards perform the changes only when an unilluminated point is pressed.

3 A board as described in any preceding claim, where pressing a point is done by special implement that causes a short circuit which the board uses to identify the point that is pressed.

4 A board as described in any preceding claim, where the players use, hold or wear a special implement which identifies which player is playing by communicating with the board.

5 A board as described in any preceding claim, where the grid points are in an hexagonal pattern.